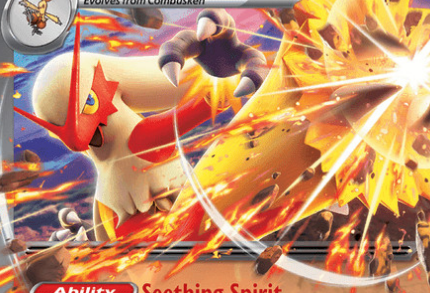


STAGE 2 **Blaziken^{EX}** HP 320

Evolves from Combusken



Ability Seething Spirit
Once during your turn, you may attach a Basic Energy card from your discard pile to 1 of your Pokémon.

Smolder-sault 200
During your next turn, this Pokémon can't attack.

weakness  x2 resistance retreat  

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illus. Takayoshi H JG 024/159

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Evolves from Combusken



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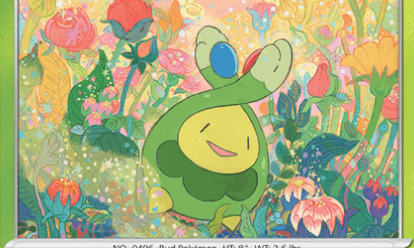
Smolder-sault 200
During your next turn, this Pokémon can't attack.

weakness  x2 resistance retreat  

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illus. Takayoshi H JG 024/159

BASIC **Budew** HP 30



NO. 0406 Bud Pokémon. HT: 8" WT: 2.6 lbs.

Itchy Pollen 10
During your opponent's next turn, they can't play any Item cards from their hand.

weakness  x2 resistance retreat

Illus. Yoriyuki Ikegami H ASC 016/217

The pollen it releases contains poison. If this Pokémon is raised on clean water, the poison's toxicity is increased.

BASIC **Chien-Pao** HP 120



NO. 1002. Ruinous Pokémon. HT: 6'3" WT: 335.5 lbs.

Ability Snow Sink
When you play this Pokémon from your hand onto your Bench during your turn, you may discard a Stadium in play.

Icicle Loop 120
Put an Energy attached to this Pokémon into your hand.

weakness  x2 resistance retreat 

Illus. Yoya Oka H SS 056/191

The hatred of those who perished by the sword long ago has clad itself in snow and become a Pokémon.

STAGE 1 **Combusken** HP 100

Evolves from Torchic



Combustion 20

Double Kick 40×
Flip 2 coins. This attack does 40 damage for each heads.

weakness  x2 resistance retreat  

Illus. you H DM 041/182

It boosts its concentration by emitting harsh cries. Its kicks have outstanding destructive power.

STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak



As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness resistance retreat 

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illus. Shon Graphics H TM 130/167

STAGE 2 **Dragapult^{EX}** HP 320

Evolves from Drakloak



As long as this Pokémon is on your Bench, prevent all damage done to this Pokémon by attacks (both yours and your opponent's).

Jet Headbutt 70

Phantom Dive 200
Put 6 damage counters on your opponent's Benched Pokémon in any way you like.

weakness resistance retreat 

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

Illus. Shon Graphics H TM 130/167

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy



Ability Recon Directive
Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt 70

weakness resistance retreat 

Illus. cochi H TM 129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

STAGE 1 **Drakloak** HP 90

Evolves from Dreepy



Ability Recon Directive
Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt 70

weakness resistance retreat 

Illus. cochi H TM 129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

STAGE 1

Drakloak

HP 90

Evolves from Dreepy

NO. 0886, Caretaker Pokémon, HT: 4'7", WT: 24.3 lbs.

Ability Recon Directive

Once during your turn, you may look at the top 2 cards of your deck and put 1 of them into your hand. Put the other card on the bottom of your deck.

Dragon Headbutt

70

weakness

resistance

retreat *

illus. cochiBi

129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

©2024 Pokémon / Nintendo / Creatures / GAME FREAK

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Drakloak

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129/167

This Pokémon stores up energy in its lungs, then shoots it out. It takes care of Dreepy and battles alongside them until they're all grown up.

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BASIC

Dreepy

HP 70

NO. 0885, Linger Pokémon, HT: 1'8", WT: 4.4 lbs.

Petty Grudge

10

Bite

40

weakness

resistance

retreat *

illus. Scav

128/167

It has a habit of biting at Clauncher even though it doesn't feed on them. This is said to be vestigial behavior from when Dreepy was alive.

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BASIC

Fezandipiti ex

HP 210

Ability Flip the Script

Once during your turn, if any of your Pokémon were Knocked Out during your opponent's last turn, you may draw 3 cards. You can't use more than 1 Flip the Script Ability each turn.

Cruel Arrow

100

This attack does 100 damage to 1 of your opponent's Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

weakness ×2

resistance

retreat *

illus. february20

142/217

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

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BASIC

Meowth ex

HP 170

Ability Last-Ditch Catch

Once during your turn, when you play this Pokémon from your hand onto your Bench, you may use this Ability. Search your deck for a Supporter card, reveal it, and put it into your hand. Then, shuffle your deck. You can't use more than 1 Ability that has "Last-Ditch" in its name each turn.

Tuck Tail

60

Put this Pokémon and all attached cards into your hand.

weakness ×2

resistance

retreat *

illus. Shan Graphics

062/088

Pokémon EX rule When your Pokémon EX is Knocked Out, your opponent takes 2 Prize cards.

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BASIC

Munkidori

HP 110

NO. 1015, Retainer Pokémon, HT: 3'3", WT: 26.9 lbs.

Ability Adrena-Brain

Once during your turn, if this Pokémon has any Energy attached, you may move up to 3 damage counters from 1 of your Pokémon to 1 of your opponent's Pokémon.

Mind Bend

60

Your opponent's Active Pokémon is now Confused.

weakness ×2

resistance -30

retreat *

illus. kadamia

095/167

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

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BASIC

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HP 110

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Ability Adrena-Brain

Once during your turn, if this Pokémon has any Energy attached, you may move up to 3 damage counters from 1 of your Pokémon to 1 of your opponent's Pokémon.

Mind Bend 60

Your opponent's Active Pokémon is now Confused.

weakness ×2 resistance -30 retreat

illus. kodomo

095/167

Munkidori keeps itself somewhere safe while it toys with its foes, using psychokinesis to induce intense dizziness.

BASIC

Pecharunt

HP 80

NO. 1025 Subjugation Pokémon. HT: 1' WT: 0.7 lbs.

Ability Toxic Subjugation

As long as this Pokémon is in the Active Spot, put 5 more damage counters on your opponent's Poisoned Pokémon during Pokémon Checkup.

Poison Chain 10

Your opponent's Active Pokémon is now Poisoned. During your opponent's next turn, that Pokémon can't retreat.

weakness ×2 resistance retreat

illus. Souichirou Gunjima

149

Its peach-shaped shell serves as storage for a potent poison. It makes poisonous mochi and serves them to people and Pokémon.

BASIC

Shaymin

HP 80

NO. 0492 Gratitude Pokémon. HT: 8" WT: 4.6 lbs.

Ability Flower Curtain

Prevent all damage done to your Benched Pokémon that don't have a Rule Box by attacks from your opponent's Pokémon. (Pokémon EX, Pokémon V, etc. have Rule Boxes.)

Smash Kick 30

weakness ×2 resistance retreat

illus. tano

010/182

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

BASIC

Torchic

HP 70

NO. 0255 Chick Pokémon. HT: 1'4" WT: 5.5 lbs.

Collect

Draw a card.

Combustion 10

weakness ×2 resistance retreat

illus. Tika Matsuno

040/182

Torchic feels toasty warm if you hug it. It has a flame sac inside its belly, and the flames burn continuously as long as Torchic has life in it.

BASIC

Torchic

HP 70

NO. 0255 Chick Pokémon. HT: 1'4" WT: 5.5 lbs.

Collect

Draw a card.

Combustion 10

weakness ×2 resistance retreat

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040/182

Torchic feels toasty warm if you hug it. It has a flame sac inside its belly, and the flames burn continuously as long as Torchic has life in it.

Stadium

TRAINER

Area Zero Underdepths

Each player who has any Tera Pokémon in play can have up to 8 Pokémon on their Bench.

If a player no longer has any Tera Pokémon in play, that player discards Pokémon from their Bench until they have 5. When this card leaves play, both players discard Pokémon from their Bench until they have 5, and the player who played this card discards first.

illus. MARINA Chikazawa

131/142

You may play only 1 Stadium card during your turn. Put it next to the Active Spot, and discard it if another Stadium comes into play. A Stadium with the same name can't be played.

Stadium

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131/142

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Supporter

TRAINER

Boss's Orders

Ghetsis

Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

illus. NC Empire

114/132

You may play only 1 Supporter card during your turn.

Supporter

TRAINER

Boss's Orders

Ghetsis

Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

illus. NC Empire

114/132

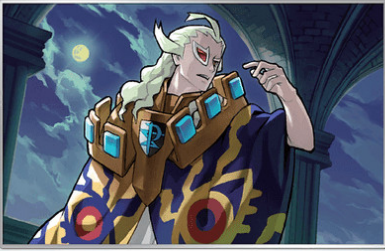
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Supporter

TRAINER

Boss's Orders

Ghetsis



Switch in 1 of your opponent's Benched Pokémon to the Active Spot.

Illus. NC Empire
H 114/132

You may play only 1 Supporter card during your turn.

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Item

TRAINER

Buddy-Buddy Poffin



Search your deck for up to 2 Basic Pokémon with 70 HP or less and put them onto your Bench. Then, shuffle your deck.

Illus. AYUMI ODASHIMA
H 144/162

You may play any number of Item cards during your turn.

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Supporter

TRAINER

Crispin



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA
H 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Crispin



Search your deck for up to 2 Basic Energy cards of different types, reveal them, and put 1 of them into your hand. Attach the other to 1 of your Pokémon. Then, shuffle your deck.

Illus. GIDORA
H 133/142

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Dawn



Search your deck for a Basic Pokémon, a Stage 1 Pokémon, and a Stage 2 Pokémon, reveal them, and put them into your hand. Then, shuffle your deck.

Illus. Yui Nishida
H 087/094

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa
H 119/132

You may play only 1 Supporter card during your turn.

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Supporter

TRAINER

Lillie's Determination



Shuffle your hand into your deck. Then, draw 6 cards. If you have exactly 6 Prize cards remaining, draw 8 cards instead.

Illus. Atsushi Furusawa

MEG 119/132

You may play only 1 Supporter card during your turn.

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TRAINER

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Illus. Atsushi Furusawa

MEG 119/132

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Illus. Atsushi Furusawa

MEG 119/132

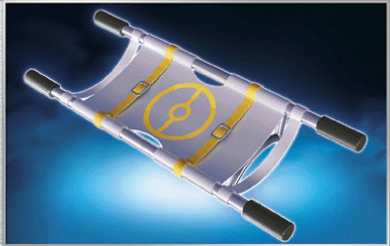
You may play only 1 Supporter card during your turn.

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Item

TRAINER

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

Illus. Toyote Beach

ASC 196/217

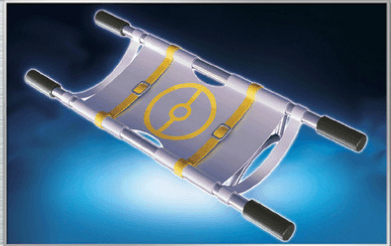
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Item

TRAINER

Night Stretcher



Put a Pokémon or a Basic Energy card from your discard pile into your hand.

Illus. Toyote Beach

ASC 196/217

You may play any number of Item cards during your turn.

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Item

TRAINER

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Studio Bora Inc.

POR 081/088

You may play any number of Item cards during your turn.

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Item

TRAINER

Poké Pad



Search your deck for a Pokémon that doesn't have a Rule Box, reveal it, and put it into your hand. Then, shuffle your deck. (Pokémon **EX**, Pokémon **V**, etc. have Rule Boxes.)

Illus. Studio Bora Inc.

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Illus. Studio Bora Inc.

POR 081/088

You may play any number of Item cards during your turn.

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Item

TRAINER

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

Illus. Studio Bora Inc.

MEG 125/132

You may play any number of Item cards during your turn.

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Item **TRAINER**

Rare Candy



Choose 1 of your Basic Pokémon in play. If you have a Stage 2 card in your hand that evolves from that Pokémon, put that card onto the Basic Pokémon to evolve it, skipping the Stage 1. You can't use this card during your first turn or on a Basic Pokémon that was put into play this turn.

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Item **TRAINER**

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida

0 **MEG** **EN** 131/132

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Item **TRAINER**

Ultra Ball



You can use this card only if you discard 2 other cards from your hand.

Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida

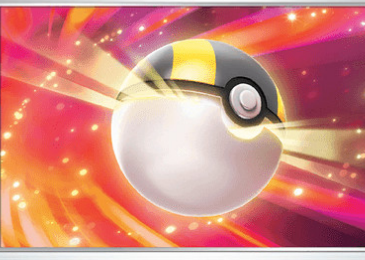
0 **MEG** **131/132**

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Item

TRAINER

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You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida

MEG EN 131 / 132

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Item **TRAINER**

Ultra Ball



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Search your deck for a Pokémon, reveal it, and put it into your hand. Then, shuffle your deck.

You may play any number of Item cards during your turn.

Illus. Ayaka Yoshida

0 **MEG** **131/132** ●

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Basic Energy  **ENERGY**

Basic  **Energy**



A large, glowing blue Basic Energy symbol is centered on a dark blue background. The symbol is surrounded by a bright, circular burst of white and blue sparkles, creating a radiant effect. The symbol itself is a thick blue ring with a black inner circle and a blue semi-circle at the top.

MEEN 007

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Basic Energy  **ENERGY**

Basic  **Energy**



MEEN 007

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